Turning Memoir (Narrative) into a Graphic Novel

Narratives thrive solely on the writing- telling of the story. The reader relies heavily on the author’s descriptions to understand the point trying to be made. Graphic novels thrive on both the writing and the images. It is the effective blending of these two elements that creates a powerful graphic novel. If either component is weak, the novel suffers because they are equally important.

* Images need to be carefully chosen to help move the story.
* Texts needs to be succinct (and still powerful!)

Text in Graphic Novels:

Although text is succinct, it is still very important and therefore, a script is necessary. Just as your students would spend quality time working on drafts for a narrative piece, they need to plan out how the graphic novel is going to come together.

* Space limits the words in a graphic novel, but this limit only makes them more valuable.

“Treat words like rare diamonds, and your reward will be a storytelling treasure” Rosinsky, 42.

* A good rule of thumb would be to have no more than 30 words in a panel and no more than 17 in a speech bubble.

Text Features in Graphic Novels:

* Balloons
  + Speech bubbles- what the characters are saying.
  + Thought bubbles- what the characters are thinking.

\*\*Match the size, shape and type of line you use to the content of the speech/thought.

For example:

* + - * Use jagged lines to indicate anger, yelling, screaming, or fright.
      * Place shouts in large balloons
      * Place whispers in small balloons.
      * Use bubble tails for thought balloons.
* Captions- think of this feature as the narrator of the story.
* Lettering- used for titles, onomatopoeia